



## 2010 *Saint Paul Triple Play* *Youth Baseball Rules*

- No metal spikes (exception: 13U & 14U age groups)
- Helmets with ear flaps are **mandatory** for all batters, on-deck batters, baserunners, and players in the coach's box.
- Required catcher's equipment: mask with throat protector and helmet, body protector, and shin guards.
- Each team will supply one new and one good used ball for each game.
- Home team is listed second on schedule.

**All head and assistant coaches are required to get certified through the Saint Paul Parks and Recreation Coaching Certification Program, complete and pass a background check, and wear a Coaches ID badge during all games.**

### **HIGH SCHOOL RULES WILL APPLY WITH THE FOLLOWING EXCEPTIONS:**

#### **12U**

1. Time Limit: One hour and forty-five minutes. No new inning may start after 1:45.
2. Start games on time. This is necessary because of doubleheaders.
3. Games are 6 innings - legal game is 4 innings.
4. 10 run rule after 3 ½ innings if the home team is ahead, or after 4 innings if the visiting team is ahead (losing team must bat 4 times).
5. Pitch distance: 52 ft. Base distance: 75 ft.
6. Pitcher may not pitch in more than 3 innings per game (1 pitch constitutes an inning).
7. Teams may start and finish with eight players (ninth spot is an out). If you drop to less than eight the game is a forfeit. If you are batting all your players and someone leaves or is injured, their spot is an out.
8. Teams may use free substitution on defense and bat all players **OR** use the H. S. substitution rule. Coaches **MUST** declare **BEFORE** the game starts. Please refer to SPPR policy related to minimum playing requirements.
9. Host site is responsible for field preparation, and bases.
10. There are no bat restrictions at the 12U level. However, other organizations may enforce a (-9) bat differential at league play/tournaments. Please be aware of these differences.
11. **Age Determination Date: May 1, 2010 (players cannot turn 13 on or before May 1, 2010).**